



Strand	Key Targets and Learning Objectives	Key Activities	Key Vocabulary	
Block 1				
Multi- skills	 Pupils will experience working with a variety of equipment and to explore individual skills during play. In all game activities, pupils will learn movement skills relevant to games, including running, stopping, jumping, chasing and dodging. Pupils will learn to use space and develop agility and balance skills 	Throughout this unit of work the areas of focus within lessons are: • Agility and Relays • Collecting and throwing • Catching • Movement and Balance • Chasing and evading • Assessment and recap	 Relay running stopping jumping chasing dodging throwing balancing fielding 	
Swimming	 Students will develop swimming skills in line with the Level 3 swimming assessment Criteria 	 Throughout this unit of work the areas of focus within lessons are: Jump in from poolside safely without support (Pencil jump) Submerge face in water & retrieve objects Floating front & back without support hold for 3s Push & Glide on front arms extended for 10m Push & Glide on back arms extended for 10m Travel on front using floating device Travel on back using floating device Fully submerge & retrieve objects Correctly identify 3 of the four key water safety messages Always swim with an adult If you fall in, float, breath, relax If someone else in trouble call for help 	 Body position Breathing Inhale Exhale Dive Bubbles Kicking Floating 	
		Block 2		
Athletics &	 Athletics In this unit pupils will be introduced to the concept of throwing for distance using a range of objects, 	• Throughout this Athletics unit of work the areas of focus within lessons are:	• • Running,	





Endurance	• jumping for distance and with accuracy.	• 75m Sprint	• jumping,
run	 Pupils will accurately replicate running challenges and 	• Long Jump	 throwing
	competitions that require both speed and stamina.	• High Jump	• stance
	 In all athletic activity, pupils will engage in performing skills, 	• Tennis Ball throw	Stamina
	measuring, and recording their own performance.	 8x50m Relay around the track 	• Speed
	 Pupils will develop the ability follow safety procedures and 	• Team Endurance	 Baton and
	handle equipment correctly.	• Turbo Javelin (small)	exchange
			 Scissor kick
	Endurance run	 Areas of focus within lessons for endurance run are: 	 Take off and
	 Students will focus on developing their personal running 	Running Technique	landing
	technique,	Pacing	 reaction
	• Look at basic tactics and strategy in order to pace themselves	 Tactics and Strategies 	 Pacing
	and complete the race to the best of their ability	• Stamina	 Strategy
	• Students will refine and apply their knowledge across a series		Technique
	of weeks so that they can improve on personal best times		Stamina
	and positions within the year group.		• Fitness
			 Oxygen
	• Pupils will experience working with a variety of equipment	• Throughout this unit of work the areas of focus within lessons	Batting
	and to develop individual skills leading to co-operative play.	are:	• Timing
	 In all game's activities, pupils will learn core skills relevant to 		Rolling
	Target games, throwing/kicking/hitting towards a target.	 Throwing/hitting/kicking towards a target 	 sending
Target	 Pupils will learn to score points by reaching different 	Anticipation skills	Accuracy
games	targets.	Ready position	 throwing
	 Will begin to watch and describe others' performances, as 	• Aiming	Aiming
	well as their own.	 Mixed games 	• scoring
	 To develop an attitude of fair play, sportsmanship and 		_
	enjoyment while using a set of rules.		
		Block 3	
Striking &	• Pupils will develop the range and consistency of their striking	Throughout this unit of work the areas of focus within lessons	 Accuracy
fielding	skills.	are:	Aiming
Girls			Stance



TSS Primary PE MTP 2023-2024



Year 3

Invasion games	 Pupils will work on aiming for space to outwitting opponents. To implement simple tactics to form a striking and fielding principle. To develop an attitude of fair play, sportsmanship, and enjoyment. Pupils will focus on developing game play with some fluency and accuracy, Use a range of throwing and catching techniques. In all games activities, pupils will find ways of attacking successfully. Use a variety of simple tactics for attacking well, keeping possession of the ball as a team, and getting into positions to score. Will begin to watch and describe others' performances, as well as their own, and suggest basic ways to improve. To keep and run a game using a set of rules. 	 Catching and throwing skills Fielding Game play Striking Tactics Throughout this unit of work the areas of focus within lessons are: Ball Familiarisation Travelling with a ball Movement skills Attacking skills Competitive game situations 	 Space Grip Preparation Tactics Sportsmanship Teamwork Attacking Defending Passing Chest Pass Bounce Pass team play team positions creating space
		Block 4	
Gymnastic S	 Pupils will replicate and improve the quality of their actions, body shapes and balances, and their ability to link phrases of movement both on the floor and when using apparatus. Pupils will incorporate control and levels into sequences showing creativity. Student will begin to describe and evaluate the effectiveness and quality of a performance. Pupils will progressively learn how to lay out apparatus safely. 	 Throughout this unit of work the areas of focus within lessons are: Shapes Rotation Development of sequences Balances Travelling 	 Points Patches 8 Basic Shapes Tuck Puck Straddle Straight Arch Dish Pike Star Twist/turn





Net & wall games Girls	 Students will focus on developing movement on court, linking skills together to form a rally. The students will learn basic attacking and defending strategies and techniques. Students will select and apply their skills so that they can carry out basic tactics with the intention of outwitting their opponents. Students will highlight strength and weakness and improve on the weaknesses in order to improve. 	 Throughout this unit of work the areas of focus within lessons are: Ball familiarisation & Ready position Footwork and movement Catching & throwing (Volleying and digging) Game play Rules and scoring 	 Rotate Linking Sequencing Travelling Creative Volley Dig sending, receiving anticipation scoring. Ready position Stance movement preparation Teamwork Communication
Invasion games	 Pupils will focus on developing game play with some fluency and accuracy, Use a range of throwing and catching techniques. In all games activities, pupils will find ways of attacking successfully. Use a variety of simple tactics for attacking well, keeping possession of the ball as a team, and getting into positions to score. Will begin to watch and describe others' performances, as well as their own, and suggest basic ways to improve. To keep and run a game using a set of rules. 	 Block 5 Throughout this unit of work the areas of focus within lessons are: Ball Familiarisation Travelling with a ball Movement skills Attacking skills Competitive game situations 	 Attacking Defending Passing Chest Pass Bounce Pass team play team positions creating space
Swimming	• Students will develop swimming skills in line with the Level 3 swimming assessment Criteria	• Throughout this unit of work the areas of focus within lessons are:	Body positionBreathing





		Inhale
• Jump in from	poolside safely without support (Pencil jump)	• Exhale
Submerge fac	e in water & retrieve objects	• Dive
 Floating front 	& back without support hold for 3s	Bubbles
• Push & Glide	on front arms extended for 10m	Kicking
• Push & Glide	on back arms extended for 10m	 Floating
• Travel on fror	t using floating device	
• Travel on bac	k using floating device	
 Fully submerg 	e & retrieve objects	
Correctly ider	tify 3 of the four key water safety messages	
• Always swir	n in a safe place	
• Always swir	n with an adult	
 If you fall in 	, float, breath, relax	
If someone	else in trouble call for help	